

Name:

Portrait

Experience:

Class(es) and Level(s)

Faith

Alignment

Size

Age

Height

Hair

Weight

Eyes

Gender

Skin

Backstory Notes

Personality Traits

Ideals

Flaws

Bonds


Proficiency  
BonusPerception  
(Passive)Investigation  
(Passive)

Insight  
(Passive)

Strength

Dexterity



Constitution





Wisdom



Charisma

## Skills

 Acrobatics (Dex) \_\_\_\_\_ 

 Animal Handling (Wis) \_\_\_\_\_ 

 Arcana (Int) \_\_\_\_\_ 


 Athletics (Str) \_\_\_\_\_ 

 Deception (Cha) \_\_\_\_\_ 

 History (Int) \_\_\_\_\_ 

 Insight (Wis) \_\_\_\_\_ 

 Intimidation (Cha) \_\_\_\_\_ 

Investigation (Int) \_\_\_\_ 

Medicine (Wis) \_\_\_\_\_



 Nature (Int) \_\_\_\_\_ 

Perception (Wis) \_\_\_\_\_

Performance (Cha) \_\_\_\_\_

 Persuasion (Cha) \_\_\_\_\_ 

 Religion (Int) \_\_\_\_\_ 

 Sleight of Hand (Dex) \_\_\_\_ 

Stealth (Dex)      ○○Survival (Wis) \_\_\_\_\_ ○○

## Proficiencies, Tools, and Languages

<hr/>	<hr/>	<input type="radio"/> Light Armor
<hr/>	<hr/>	<input type="radio"/> Medium Armor
<hr/>	<hr/>	<input type="radio"/> Heavy Armor
<hr/>	<hr/>	<input type="radio"/> Shields
<hr/>	<hr/>	<input type="radio"/> Simple Weapons
<hr/>	<hr/>	<input type="radio"/> Martial Weapons

## Features

[illegible]




Speed




Initiative

Hit Dice


AC


Death Saves


Success:   


Failure:   


Saving Throws


Strength 

Dexterity 

Constitution 

Intelligence 


Wisdom 

Charisma 

Current Hit Points

Maximum

Temporary






 Inspiration





Common Attacks, Spells, and Abilities





Features





Resources





Spell Slots




1<sup>st</sup>     




2<sup>nd</sup>    



3<sup>rd</sup>    



4<sup>th</sup>    

5<sup>th</sup>    

6<sup>th</sup>   

7<sup>th</sup>   

8<sup>th</sup>  

9<sup>th</sup>  

Spell Attack

Spell Save

## Inventory and Equipment

Copper

Silver

Electrum

Gold

Platinum

## Additional Notes

[illegible]

```

graph TD
    Name --> Level
    Name --> Description
    Level --> CastTime[Cast Time]
    Level --> Range
    Level --> Duration
    CastTime --> R
    CastTime --> C
    Range --> Components
    Range --> School
    Components --> V
    Components --> O
    Components --> S
    Components --> M
    Duration --> C
  
```

```

graph TD
    Name --> Level
    Name --> Range
    Level --> CastTime[Cast Time]
    Level --> Duration
    Range --> Components
    Range --> School
    Components --> OV
    Components --> OS
    Components --> OM
    Duration --> OC
  
```

Figure 1 illustrates the structure of the dataset, showing a hierarchical relationship between variables. The diagram is organized into three main sections: Name, Range, and Level. The Name section includes variables like Cast Time, Range, and Duration. The Range section includes variables like Components, OV, OS, OM, and School. The Level section includes variables like OC. The diagram uses circles to represent variables and lines to show the hierarchical structure.

```

graph TD
    Name --- Level
    Name --- Range
    Level --- CastTime
    Level --- Duration
    Range --- Components
    Range --- School
    CastTime --- R
    CastTime --- C
    Duration --- V
    Duration --- M
    Components --- O
    Components --- S
    School --- Description
    School --- M
  
```

```

graph TD
    Description --> Name
    Description --> Level
    Name --> CastTime[Cast Time]
    Name --> Range
    Name --> Duration
    CastTime --> O1((O))
    CastTime --> R((R))
    Duration --> O2((O))
    Duration --> C((C))
    Level --> Components
    Level --> School
    Components --> V((V))
    Components --> S((S))
    Components --> M((M))
  
```

```

graph TD
    Description[Description] --- Components[Components]
    Description --- School[School]
    Components --- CastTime[Cast Time]
    Components --- Range[Range]
    CastTime --- O1((O))
    CastTime --- R[R]
    Range --- Duration[Duration]
    Range --- Level1[Level]
    Duration --- C((C))
    Level1 --- Name[Name]
    Level1 --- Level2[Level]
  
```

```

graph TD
    Description[Description] --- Name[Name]
    Description --- Level[Level]
    Name --- CastTime[Cast Time]
    Name --- Range[Range]
    Range --- Duration[Duration]
    Range --- School[School]
    CastTime --- R[R]
    CastTime --- C[C]
    Duration --- Components[Components]
    Duration --- M[M]
    Components --- V[V]
    Components --- S[S]
    M --- O[O]
    M --- M2[M]
  
```

```

graph TD
    Name[Name] --- Level[Level]
    Name --- CastTime[Cast Time]
    CastTime --- Range[Range]
    CastTime --- Duration[Duration]
    Range --- Components[Components]
    Range --- School[School]
    Components --- V[V]
    Components --- O[O]
    Components --- S[S]
    Components --- M[M]
    Duration --- C[C]
  
```

Diagram illustrating the structure of a data model, showing hierarchical levels and components:

- Top Level:** Name, Level
- Middle Level:** Cast Time, R, Range, Duration, C
- Bottom Level:** Components, V, S, M, School
- Description:** (Associated with the bottom level)

```

graph TD
    Name --> Level
    Name --> Description
    Level --> CastTime[Cast Time]
    Level --> Range
    Level --> Duration
    CastTime --> R
    CastTime --> C
    Range --> Components
    Range --> School
    Components --> V
    Components --> O
    Components --> S
    Components --> M
    Duration --> C
  
```

```

graph TD
    Name --> Level
    Name --> Range
    Level --> CastTime[Cast Time]
    Level --> Duration
    Range --> Components
    Range --> School
    Components --> OV
    Components --> OS
    Components --> OM
    Duration --> OC
  
```

Figure 1 illustrates the structure of the dataset, showing a hierarchical relationship between variables. The diagram is organized into three main sections: Name, Range, and Level. The Name section includes variables like Cast Time, Range, and Duration. The Range section includes variables like Components, OV, OS, OM, and School. The Level section includes variables like OC. The diagram uses circles to represent variables and lines to show the hierarchical structure.

```

graph TD
    Name --- Level
    Name --- Range
    Level --- CastTime
    Level --- Duration
    Range --- Components
    Range --- School
    CastTime --- R
    CastTime --- C
    Duration --- V
    Duration --- M
    Components --- O
    Components --- S
    School --- Description
    School --- M
  
```

```

graph TD
    Description --> Name
    Description --> Level
    Name --> CastTime[Cast Time]
    Name --> Range
    Name --> Duration
    CastTime --> O1((O))
    CastTime --> R((R))
    Duration --> O2((O))
    Duration --> C((C))
    Level --> Components
    Level --> School
    Components --> V((V))
    Components --> S((S))
    Components --> M((M))
  
```



```

graph TD
    Description --> Components
    Description --> School
    Components --> V
    Components --> O
    Components --> S
    Components --> OM
    School --> Name
    School --> Level
    Name --> CastTime[Cast Time]
    Name --> Range
    Range --> Duration
    Range --> C
    Duration --> R
    Duration --> C
  
```

```

graph TD
    Description((Description)) --- Components((Components))
    Description --- School((School))
    Components --- CastTime((Cast Time))
    Components --- Range((Range))
    Components --- Duration((Duration))
    CastTime --- R((R))
    Range --- O((O))
    Duration --- C((C))
  
```

```

graph TD
    Description --> Components
    Description --> School
    Components --> CastTime[Cast Time]
    Components --> Range
    Components --> Duration
    CastTime --> Name
    CastTime --> Level
    Range --> V
    Range --> S
    Range --> M
    Duration --> O
    Duration --> C
  
```

```

graph TD
    Description --> Name
    Description --> Level
    Name --> CastTime[Cast Time]
    Name --> Range
    Name --> Duration
    Level --> Components
    Level --> School
    CastTime --- R1((R))
    Range --- R2((R))
    Duration --- C((C))
    Components --- V((V))
    Components --- S((S))
    Components --- M((M))
  
```

## Location

Type

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### Quest Hooks

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Notes

[illegible][illegible]

## Location

Name \_\_\_\_\_

Type

## Quest Hooks

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## Notes

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## Location

Type

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### Quest Hooks

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Notes

[illegible][illegible]

## Location

Name \_\_\_\_\_

Type

## Quest Hooks

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## Notes

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## Session Notes

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on the right side, suggesting it's resting on a surface.

## To Do

- ☐ ☐
- ☒ ☐
- ☐ ☐
- ☒ ☐
- ☐ ☐
- ☒ ☐

## Loot

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## People and Creatures

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## Session Notes

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins, text, or other markings on the paper.

## To Do

                    Loot                    

[illegible]

## People and Creatures


## Session Notes

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on the right side, suggesting it's resting on a surface.

                     To Do                     

- ☐ ☐
- ☐ ☒
- ☐ ☐
- ☐ ☒
- ☐ ☐
- ☐ ☒

## Loot

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---

## People and Creatures




## Session Notes

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins, text, or other markings on the paper.

## To Do

                    Loot                    


## People and Creatures

[illegible]



## Session Notes

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins, text, or other markings on the paper.

## To Do

                    Loot                    

☐

☒ ☐

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☐

☒ ☐

## People and Creatures


## Session Notes

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on its right side, suggesting it's resting on a surface.

## To Do

☐ ☒ ☐ ☐ ☐ ☐

## Loot

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## People and Creatures
